The Remnants

Issue # 5

THE REMNANTS

Editorial by Nightcrawler

A long time ago, a wise man once told me something. What it was, I forgot a long time ago.

"Boy, time sure flies when your having pizza?"

No. Close enough, though.

Anyway, here we are, over a year later and still putting out the paper for others to read. As usual, things have quieted down in anticipation of the big game conventions just over the horizon.

Quieted down? What, are you crazy?

Yeah, I am. But that's not important.

I was talking about the mailinglists. But the ideas and articles for the Remnants keep coming in. We've passed into the sophomore year of publication and we are still going strong. It is the flexibility of the system that makes it last. For those fans still chucking it out with the best miniature system, we dedicate this issue to you.

Yes, we are......strong.

Right. I think any issue we put out is dedicated to the players still playing. That's the whole reason for the rag. It's the magazine's raison d'etre.

I love it when you talk French.

Can it already, or it's back in the box for you.

<whimper>

So, without too much further ado, let's get to the good stuff.

Yes, stuff, we likes the good stuff.

Boy, for an AI, you are definitely lacking in the "**I**" part.

Nightcrawler
Editor or something

Shock Hulk

by Nightcralwer

Commander Dayic could feel the drop of sweat roll down the bridge and cling to the tip of his nose, like a climber slipping down a mountainside and clinging for dear life at the edge of a cliff. Dayic wasn't sure if the sweat was from fear or physical strain. Maybe both.

Since contact had been lost with the scout squad, he had been moving his marines as fast as possible to determine the missing exploration team's situation. No one was to be left behind.

Running was exhausting in the thick cerami-steel suits, even with the assistance of the ancient suits' actuators. His men wouldn't complain. They were the best of the best and this is what they did. Still, even at a run, the most that could really be accomplished was a sort of ungainly gallop. The beams from the lamps on their helmets bounced in an almost comical way.

The five-marine squad froze as the point man, Corporal Typian, raised his left arm. The electricity running up and down the powerglove covering his hand sparked and sputtered as he closed it into a fist.

He had detected movement ahead.

He raised three fingers and pointed to his right. Then, with a pause, signed for two on the left.

Dayic grinned. Typian could have used the commlink, but always had a flair for the dramatic.

Dayic cleared his throat to insure the VOX didn't cut off his first words and so his voice would be clear. "Okay, men. Persus and Therion, with me. Typian and Sausas, you take the left. Be sure you're primed and loaded."

The jet on the end of the flamethrower in Sausas'

hand changed colors from dark red to bright blue as he increase the gas mix. Therion yanked once on the belt of slugs hanging from his machine gun. Typian flex his gloved hand and banged the clip of the gun in his other hand against his thigh.

Persus shot a small puff of flame out of the heavy flamer he held, then banged the back of his helmet against the tanks on his back. The move still made Dayic nervous, even after decades of witnessing it.

Dayic made sure the power light on the hilt of his sword was on. He could physically feel the hum of electricity through the blade, but double-checking saves lives. The gun in his other hand showed a full clip.

"Okay. Move out. May He show us favor today."

In contrast to the run, the armor encased marines moved slowly and silently. Dayic's lamp showed a shadow move ahead. The two marines crept forward with weapons raised.

Suddenly, shouts rang out over the commlink.

"Multiple targets ahead!"

"May He save us! We have an infestation!"

Dayic broke in. "Fall back and cleanse."

The commlink filled with an incomprehensible mix of yells.

Suddenly, a man stepped out of the shadows ahead of Dayic. His face and head were covered with caked blood, partially covering the tattoos he had received when initiated into the Chapter. Though his lighter scout armor was dented and scratched, the marine seemed to be in good

health. Dayic recognized him.

"Hartha. What happened? Where is your squad?"

"They are dead. Please. Take me back. Take me from this place."

The din of noise over the commlink disappeared and was replaced by Sausas' voice.

"Typian is down. I have cleansed the area and am awaiting orders."

"Sausas, move back to original rendezvous point and hold. I have found a survivor."

Hartha stared at Dayic with eyes void of emotion. Dayic stepped forward and narrowed the beam of his lamp onto the gore-covered marine's neck. He reached forward and pulled the scout close. After a second, he shoved the battered man away from him with a sound of disgust.

Dayic realized that they had failed today. They were going to leave men behind.

"Goodbye, Hartha."

"Wait."

Hartha began to raise a hand in protest. But before the scout could compete the gesture, his brain was no long in control of his body. Dayic's blade had seen to that.

"He had been Kissed. We must fall back and regroup."

As the body drained its life fluids onto the floor grating, the three marines slowly backed away..... right into long, taloned arms waiting behind them, in the shadows.

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Want Genestealers and Space Marines running around on a space hulk? No problem.

These are the stats I used for a Shock Hulk event at 2003 Gen Con. The stats aren't perfect for everyone. I'm sure others have their own ideas for what a bolt thrower should be. I looked at what a couple of other people had for Space Marine, stats but this list isn't based off of anyone else's ideas.

I also designed them to only be used in a one-off game with humans against 'stealers. The stats are woefully low if you want to compare what a Space Marine stats should be compared to a regular human. I just used the basic Space Marine as a regular trooper and built up and down from there.

I will probably go back to working on a better set of rules in the future because I think a Shockforce/Space Hulk crossover has potential. In the meantime, here are some stats to use for some quick and dirty games.

Shock Hulk Army Lists - Base Figure Stats

QTY	PV	Type	Description	MV	Defense	MN	CR
	26	T	Scout	15"	3k2		-
			Sole Survivor				
	32	E	Space Marine	9"	3k3	4k3	
			Fighters to the End(Unit tweak)(+20)				
	40	E	Terminator	6"	4k3	5k4	
			Fighters to the End(Unit tweak)(+20)				
	64	C	Grey Knight	9"	5k4	A	
	60	E	Genestealer	15"	4k3	A	
			Either have 1 large attack or 2 smaller attacks per turn				

Shock Hulk Army Lists – Weapon Stats

PV	Weapon	Rng	AT	I-AE	AET
20	Light Bolter	12"	3k2	-	-
22	Standard Bolter	15"	3k3	-	-
27	Storm Bolter	12"	5k4	-	-
	Multi-Profile,Slow Reload,Fragile	12"	3k3	-	-
73	Autocannon	12"	5k4	4x	BU
	Move or Fire, Volatile				
45	Light Flamer	12"	3k3	2x	Ex
	Immolation				
96	Heavy Flamer	18"	4k3	4x	Ex

PV	Weapon	Rng	AT	I-AE	AET
	Immolation				
PV	**Weapon**	**Rng**	**AT**	**I-AE**	**AET**
16	Powerfist	-	4k3	-	-
	Extra Bite				
14	Chainfist	-	3k3	-	-
	Extra Bite				
20	Lightning Claw	-	5k4	-	-
	Extra Bite				
8	Combat Knife	-	2k2	-	-
95	Cyclone Launcher	24"	4k4	4x	Ex
	High Explosive, Move or Fire, Slow reload				
83	Missile Launcher	18"	4k3	4x	Ex
	Heavy Recoil				
26	Chain Sword	-	3k3	-	-
	Long, Parry Weapon, Charging Weapon				
28	Power Sword	-	4k3	-	-
	Long, Parry Weapon, Charging Weapon				
	Grey Knights Weapons				
36	Power Sword	-	5k5	-	-
	Extra Bite, Long, Parry Weapon, Charging Weapon				
43	Halberd	-	5k4	2x	CC
	Extra Bite, Long, Parry Weapon, Charging Weapon				
	Genestealer Weapons				
25	Genestealer Claw	-	5k4	-	-
	Multiprofile, Extra Bite				

I SEE LEAD PEOPLE

A column about Miniatures
By Dances

New Shockforce Figures.

If you belong to the WarEngine yahoo group, then you are aware that the first new miniatures for the Shockforce game are now available. Yes you heard me correctly, new miniatures,wow!

So here goes the first review of these fine new models. I will start with the brand new Longhorn Mark II.

Here is a shot of the new Longhron Mk II assembled.

The first thing to note is that this miniature is in two pieces. The main body that includes the right arm, and the left arm with gun attached is a separate piece. First of all there is almost no flash whatsoever. The only area that needed cleaning was around the jaw of the skeletal head. The lower jaw had some flash that was easily trimmed off. No mold lines were discernable, which meant it was off to assembling almost immediately.

Now the shoulder area where the left arm attaches was very clean, and the hole that was already present in the socket was also cleanly made. The arm already had a pin to match up with the body, and I only had to file the pin just a

bit to make it fit. Very clean and a very fast assembling.

Another shot from the left side of the Longhorn.

Another view.

The next miniature is a blister that contains two models, the new Mech Rats. These two miniatures are also mult-part models that require you to decide how you want them armed.

One of these figures comes without any arms attached. The other figure has a wrench in one hand and the other you have to attach.

Both miniatures are without a head, they are supplied on a separate metal sprue.

Here are the two Mech Rats from the front.

Both miniatures are fairly clean, no flash and only minor mold lines that clean up nicely. However the heads are a problem, as you have to be careful when removing them from their sprues. The head with the metal jaw is not too bad, but the other head will require a little bit of work to clean up so it will sit on the torso in an appropriate position.

The arms that are supplied are as follows, two chain gun weapons that have a small ammo belt trailing off the bottom. Another arm ends in a circular pizza cutter weapon, and the last looks like a heat weapon or flammer.

Here you can see the steel jaw on one of the heads.

As you can see from the pictures, I attached the heat weapon to the rat with a wrench, and the dual chain guns to the other rat. In all honesty I do believe the chain guns are supposed to be attached to the one particular model, as both chain guns have a small pin that matches up to a small hole under the shoulder pads of the armless rat. The wrench wielding rat has a rounding out under the shoulder that matches with the ball on the end of the heat weapon or pizza cutter. But with a little work, you could change this using a little bit of Green Stuff.

Good shot of the heat weapon and the chain gun.

Here are the Mechrats with paint, bases haven't been done.

Side shot of painted Mechrats, note the trailing ammo belt.

Almost finished Longhorn II.

Shot of his spine coming thru his coat..

You'll note I failed to paint the ammo on the shoulders.

FICTION

Origins
by StryderG

The rattling, banging noise reached Keez's sensitive ears. He, and his brood brothers, immediately lost interest in the new trash heap they had found. They would mark this place with their scent and return to search out its treasures after this emergency had passed. Keez squirmed his way back through the broken rubble that led to the main tunnel. He fell into the loping run that would take him to the brood's nest area quickly but without tiring him out. On the way back, dodging the underground pipes, ladders, debris streams and rubble piles, Keez and his brothers listened to the sounds of the alarm. There, three bangs and a rattle, the sounds for Keez and his brothers. The sounds instructed him to guard the howling winds intersection of the upstream tunnel. Good, they were close to that area now.

When they finally rounded the last corner, the intersection was clear. Sleeka, the biggest of Keez's brothers, and their de facto leader, started barking out orders. Hulkers in cover, ready to take the brunt of an attack. Skulkers down a small side tunnel, ready to attack from the flanks. Broodlings were hidden in the pipes above and behind the expected attack. The ambush was set, now came the waiting.

Keez didn't need to wait long. The railway brood gothrats, Keez recognized them by the scent of grease and kahfee, came barreling down the tunnel. They ran without the grace and care that were needed to be stealthy, as though they owned the area and nothing could hurt them. Sleeka was determined to teach them differently.

The alarm was still sounding; other groups were under attack in other tunnels around the nest area. Suddenly the sounds of the alarm were drowned out by Sleeka's snarl. That was the

signal to spring the ambush. The hulkers sprang from cover to surprise the railway broodlings in the lead. Keez watched as the first few broodlings were picked up and smashed into the walls. That brought the rest of the on-rushing brood up short. Keez waited for the skulkers to rush from the side tunnels that would be his cue to drop from the pipes on the ceiling. Keez stretched his claws and licked his teeth, tensing; ready to pounce.

Then he was blinded and deafened by a series of blasts from the railway brood skulkers. When his sight cleared, Sleeka and the hulkers were lying on the ground with bloody holes in their backs. His brothers, his brood mates, his leaders, all were gone in an instant. The ringing in Keez's ears was so loud he did not even hear his own scream of rage. The skulker below him must have heard, because he looked up just as Keez fell on him. Keez took advantage of the skulker's bare throat by ripping it out for him. Before the skulker hit the ground, Keez leapt onto the back of the nearest railway brood skulker and reached around to scratch his eyes out. As this skulker spun around, Keez lost his grip and fell into a corner. He watched as blinding flashes of light shot wildly from the skulker's hands.

The ambush seemed to be working. The hulkers were dead, but the skulkers and broodlings were coming out of their hiding places and using their claws and teeth to good effect. Keez noticed that the invading rats were bunching up and the flashes were actually coming from tools in their hands. That was a mystery to be solved later. He climbed up the nearest pipe and made his way over the bunched up railway brood rats. This time the element of surprise was lost and Keez hit the ground. But even that could not

quench his anger at so many of his brothers lost to this invading brood. Keez scurried around, biting legs and raking his claws over exposed skin and fur, anything to cause mayhem among this group of rats. Anything to give his skulker brothers time to close in and make the kill.

Keez only realized that the battle was over when he could see no other rats standing. His night sight was returning now that the railway rats could not use their tools. The lingering stench and smoke was filling his nostrils and making his throat raw. Keez started stumbling towards the nest area, but paused to scavenge two of the tools that were used by the invaders.

Keez could tell something was wrong before he reached the nest. He could hear sounds of celebration but could not recognize the voices. Cautiously creeping forward, Keez moved to get a better view. He was sorry he did. The railway brood had broken through the defenses in another tunnel. They were all over the nest area, surrounding his surviving brothers and sisters. There were too many of the invaders and far too few of his brothers. He was safe enough for now, maybe an opportunity would present itself.

The railway brood's broodlord was easy to spot when he arrived. He was the biggest gothrat that Keez had ever seen. There seemed to be very little fat on him, just muscle. When he entered, the other rats grew quiet. One hulker spoke out, "Good plan, lord. Look, we have prisoners." The hulker pointed to a side of the nest area. Keez could see a dozen or so of his brothers there, surrounded.

"Bring one." the broodlord said. Immediately one of the prisoners was brought before the broodlord. "Choose", he said.

"I choose to be with my brood". The broodlord was much faster than Keez expected him to be. Keez doubted his brother even had time to change his expression before the broodlord ripped his throat out.

The next prisoner was brought forward, and he chose to live. "Who wants this one?" the broodlord's voice rang out. He looked around the room until one hulker spoke up, "We'll take him in."

"Go to your new family", the broodlord said as he pointed to the hulker that had just spoken. When the former prisoner got to the hulker, he was batted around from one rat to another. Keez figured they were asserting their dominance over their new family member.

Keez realized he had the same choice to make. Step forward, and become a member of a new family, a low ranking member, probably with no hope of moving up. Or running away, being alone, but free.

While watching the other prisoners being selected, one by one, Keez thought about his past. He was smart and quick. He had been respected by his brood mates. He had been a potential leader. His brood, his family, no longer existed. He realized that he had no future with this railway brood, so he crawled away.

He sought out the paths that lead ever upwards, avoiding patrols and other dangers. As he slid back the manhole cover and entered the streets, he decided that he would have a family again. But it would be a family of his own choosing.

WarEngine DungeonCrawl
How I Stopped Killing Mutants and Started to Kill Elves
By Nightcrawler

This event has become quite popular at Gen Con. The first run of it went incredibly well, far beyond my expectations. I now present the rules for those that could not attend the Gen Con conventions. For those wanting to run their own dungeon crawl, here is everything you need, rule-wise. If you have questions, just look me up on the Yahoo WarEngine group. I'm always there.

It's my addiction, my curse.

I used a large dungeon/maze I had made from Hirst Arts blocks to start with. The dungeon was created specifically for running a WarEngine version of a dungeon crawl game. Every year, I add a few more feet of hallway and another couple rooms.

Initially, I had only planned to run characters against wandering monsters using with the Gwar rules. I may someday go back to that, but Shockforce 2nd edition's strength is with armies. Armies allow for longer play and lots of figures on a table just look so cool.

For the first time I ran the game, there were only 6 armies: 1500pt armies for 4 player armies and two 1500pts NPC armies. The second time I ran the game, I expanded it out to 8 armies, 6 player at 1500pts and 2 NPC armies at 2000pts each. For the second version with more armies, make sure that players running the larger NPC armies are experienced players. It helps so much.

Setting up a challenging dungeon is time consuming. Dwarven Forge (or whatever) would work, too, but could be expensive. Make sure labyrinths have lots of intersections with a few spacious rooms here and there. I made mock-ups with paper to get an idea of some layouts. Once I had everything together, I tried a couple different dungeon layouts on my garage floor, making mental notes of what was cool and what wasn't. Try to spread out the player army starting locations, but give them a way to encounter other player armies within a few turns.

An important part of the game is all the random magic items players can pick up during game play. They can make the difference of keeping that last character alive to take home the prize.

The cards for the original game were:
Potion of Speed - add +6" movement to a unit for one turn
Raise the Dead - a removed mini of player's choice reappears in army's starting location and can become active next turn
Ring of Teleportation - only usable on one mini and cannot be used on opponents' minis - LOS (had 3 charges - would reduce to one charge next time)
Oil of Fire - Add Immolation SP to 1 CC attack of unit
Bracers of Defense - add +1k0 to wearer's DF (unless they already have Tough)
Scroll: Fireball - gain a single 4k4 24" 4x weapon attack
Ring of Heroes - bearer gains 6 HP (up to ten max)
Scroll: True Sight - use uncovers double the usual revealed area.

There were 2 of each card, except Raise the Dead, which had one.

Both sets of spell cards have been published in previous issues of The Remnants.

All the cards, except Raise the Dead, are shuffled and each player army selects one card from the

deck, looks at the card & places it face down with one squad/character/monster. This is the only unit that can use this card. If another player else kills this unit, the victor gains the card if it unused (except Bracers or Ring of Heroes, if any HPs were left). Cards can be used any time, even interrupting other players' turns.

The Raise the Dead card is placed back into the remaining cards & the NPC armies select one card for each squad and character of their army. The card is placed with that unit or character. NPC units can not use these cards. NPC units only carry cards until they are killed by another player character army. The winning squad gets that card. If that player's squad already has a card, they have to discard one of them. If a NPC unit is routed, then the PC unit that first caused the rout check would gain that card, as it is 'dropped' by the fleeing unit.

Each unit (squad or character) can only use/have one card - no doubling up. If a character takes control of a squad that already has a card, the character does not gain the squad's card ability, but does not lose his own. If the joining character discards his card, he may make use of the squads' card. Squads can drop their cards in favor of a joining character's card.

After placing their armies, players turn away from the table and the NPC armies placed their units in the dungeon anywhere they want, just as long as they were far enough away that a player army can't see them before the first round. NPC armies do not start the first round on reserve.

The dungeon is covered with newspaper except the locations for the starting armies. Players turn back around and placed their armies in their starting places. A roll of a six-sided can be used to decide who places first, second, etc. To make it easier, all of a player's army is placed at the starting point at once.

A sight check is done and tear away the newspaper as far away of the rear most mini as his movement is. For example, if the miniature in the back had 12" move, remove paper in all

directions until you hit a wall or 12", whichever came first. The rear figure is chosen to keep from revealing too much of the dungeon before the first turn.

All player characters roll initiative and move squads as usual. As they move into covered area, the newspaper is torn -as far as they have moved-. It is great to see players creep their army forward, staying in revealed areas; fearful of what is out there. If figures come into base-to-base contact with an NPC army figure as they move forward, they are allowed a close combat attack. If they retreat, the NPC squad gets one free close combat swing during the NPC squad's activation.

After all the player armies have moved, players turned back around and the NPC armies move their units around any unrevealed areas up to their maximum Mv and place reserve markers. Initially, my thought was NPC armies could attack each other, but that isn't fun for the players with their backs to the table and would slow things down, so we didn't.

Note: NPC units, during their hidden movement turn may move into a revealed area. However, they may not attack, but will have to roll initiative along with player armies at the beginning of the next turn. NPC armies cannot initiate combat from a hidden area. They can only attack after revealing themselves or when a player moves a figure blindly into base-to-base contact. NPC units can move back into the shadows (move back under the newspaper) during their movement phase. But to do so, they must stand still during their movement phase and wait until all of the other player armies have finished moving. During this time, the NPC figures can place any weapon on reserve. They simply may not initiate attack. When the players turn their backs to the table, they can move the figures back into the hidden areas when the newspaper is pulled back. Any NPC figures that are in base-to-base while attempting to slip back into the shadows must take the usual free attack from their opponents.

Players turned back around and, measuring from the minis on the outer edges, tear away newspaper as far as was the figures' movement or until a wall is hit. For example, if a mini with 9" was on the leftmost, a mini with 12" move was on the front and 15" on the right side, 9" is torn way to the left, 12" torn from the front and 15" torn to the side.

Initiative is rolled for players. Any NPC armies with revealed squads also rolled initiative and they got to activate revealed squads (including only partially revealed - some quick player eye covering was required) right along with the players.

Revealed areas are revealed permanently. I try to keep the player characters from eyeballing the other players' areas the first couple turns until a good portion of the dungeon was revealed.

I had 3 teleporter stands that if a player puts a mini on (which was done by accident once) will transport him randomly to one of the other two.

There are also located on the edges of the dungeon sets of stairs that if a mini went up them, they could come done on *any* of the other stairs the next turn. The stairs are explained before game play. The teleporters are not.

That's the basic jist of the scenario mechanics. There are a lot of words up there, but it is actually pretty straight forward when you play it out.

Any additions will appear in future issues of this e-mag.

Stay tuned.

Nightcrawler
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SCENARIO
ZOMBIES ON THE RUN...ER WALK!
By Dances

A WarEngine Scenario

This scenario is meant to be run at this year's GenCon Game fair, or at least I hope to run it. The biggest problem is that I have yet to secure a new job and without employment, I won't be attending. SO keep your fingers crossed, I will be employed soon and can run this at GenCon 2004.

This scenario pits player teams against a horde of Zombies that have been created by a accident at the local research facility. However the town's folk do not know that the accident has caused the dead in the local graveyard that is adjacent to the research facility to come to life as zombies.

Rules
Standard WarEngine rules ala ShockForce 2nd Edition.

Player Teams
This scenario is designed for 6 to 8 players. Depending on how many total players there are will depend on who will run what. If there are 6 total players, then allow 5 players to run town folk. The sixth player and the GM will run the Zombies. If there are 8 players, then 6 will run town folk and 2 can run the zombies.

Town Folk players will get 5 figures to run, which will be made up of things like the outdoorsman, town slut, gangbanger, town lunatic, SWAT cop, or a National Guardsman.

Zombie players will run zombie packs of 10 figures. The total number of zombies for the game is 100. **Exception**: If the town players are good and they are dropping zombies like flies, then every time you accumulate 10 dead zombies, resurrect them in a new pack at a table edge (randomly determined).

Objectives
Obviously the town players objective is to survive. To make this more fun, assign a point value of 10 points for every town figure alive at the end of the event (4 hours). Further more there are tokens that will be distributed around the town for the town players to gather up. Each has a point value assigned to them. At the end of the game add up the points for all surviving town folk, and points for token to determine a winner. Two special tokens will allow the town player to drive an abandoned vehicle for a total of 2 turns before running out of gas. They may not drive off the table. Gas tokens will allow then to refill the gas tank for another turn of driving.

Objective for the zombie players is to kill all living beings! Assign a point value of 25 points for every town player killed. Zombies can pick up tokens for points as well, however they cannot drive a vehicle or make a molotov cocktail.

Tokens
Players claim a token when they come into base to base contact with a token and they are not involved in close combat.

Water = 4 points
Food = 2 points
Guns = 4 points
Ammo = 6 points
Small amount of Money = 2 points
Large amount of Money = 6 points

Special Tokens
Car Keys = 2 points
Gas Can = 4 points

Special Token Use

Car Keys

When a player picks up a car key token, they can proceed when they have movement to the nearest vehicle. Once in base to base contact with the vehicle, roll a 6 sided dice. If the result is a 1 or a 6, then have the keys that start that vehicle. In order for the whole team to board the vehicle, they must have at least 1 inch of movement remaining. The vehicle can move on the players next turn. If the figures leave the vehicle, they receive their full movement on their next turn.

Gas Can

This token has two possible uses, first being to use when a vehicle runs out gas. The player must elect one figure to leave the vehicle to refill the gas tank. That figure may then get back into the vehicle, unless of course there is a zombie attacking him!

The second use for a gas can is to be used as a one time molotov cocktail.

Vehicle Rules

All vehicles have a movement of 18 inches, and of course can be used to ram the zombies, see the vehicle sheets for vehicle damage.

Player Characters

The characters that the players will get are supposed to be a little bit on the humorous side. I have included some of these lists so you can see what I have planned. As for the Zombies themselves, I really haven't decided whether or not they should be like the Zombies of old, slow and shuffling. Or like the Zombies from the current movies that move as fast as living people. To be honest I am now leaning towards fast, as I think this will make for a more challenging game.

The Zombies that I am using are the Bag O Zombies from Twilight Creations.
http://www.twilightcreationsinc.com/
This is a bag of plastic zombies that are probably closer to 25mm and are very similar to the little green army men. I did not get the glow in the dark ones. You get 100 for $10.00 USD. I then mounted them on hex slotted bases to give them some height, and splashed some paint on them including some blood.

As for the player miniatures, they are a combination of ShockForce figures, Tactical Miniatures SWAT figures
http://www.tacticalminiatures.com/
Copplestone Miniatures police minis and his corporate minis along with some militia, and some suits minis.
http://www.gisby.org/copplestone.htm
and some minis from GW.

As for the tokens I plan on printing two tokens on a business card using some PC business card software. Then I will cut them in half so that for every card I will have 2 tokens.

Hope you have enjoyed this, and I hope I will run it this year.

Zombies on the Run…er Walk
Zombies

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
100	24	T	Zombie	6"	3k3	3k3	-	10	Bite	-	3k2	-	-
								8	Claw	-	2k2	-	-
								8	Claw	-	2k2	-	-

Police

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	30	E	SWAT Assault Member	9"	3k3	3k2	4"	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
								24	Pistol	18"	3k2	-	-
								10	Combat Training	-	3k2	-	-
1	22	T	Patrolman	9"	3k2	3k2	-	24	Pistol	18"	3k2	-	-
								8	Baton / flashlight	-	2k2	-	-
1	38	E	SWAT Entry Team	9"	4k3	3k2	6"	52	Combat Shotgun	18"	3k3	3x	Bu
								24	Pistol	18"	3k2	-	-
1	22	T	Patrolman	9"	3k2	3k2	-	44	Combat Shotgun	12"	3k3	3x	Bu
								8	Baton / flashlight	-	2k2	-	-

Scum

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	18	T	Biker	9"	2k2	3k2	-	36	Shotgun	18"	3k2	2x	Bu
								15	Cycle Chain	-	3k2	2x	CC
1	18	T	Gangbanger	9"	2k2	3k2	-	18	Smitty/Westhall Revolver	12"	2k2	-	-
								18	Smitty/Westhall Revolver	12"	2k2	-	-
1	18	T	Town Slut	9"	2k2	3k2	-	18	Smitty/Westhall Revolver	12"	2k2	-	-
								6	Bitch Slap	-	2k1	-	-
1	18	T	Biker Chick	9"	2k2	3k2	-	36	Shotgun	18"	3k2	2x	Bu
								12	Cycle Chain	-	2k2	2x	CC

Scum

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	22	T	Town Crazy	9"	3k2	3k2	-	12	Chainsaw	-	3k3	-	-
								8	Brawling	-	2k2	-	-
1	18	T	Bimbo	9"	2k2	3k2	-	36	MP5 - 9mm SMG	18"	3k2	2x	Bu
								6	Bitch Slap	-	2k1	-	-
1	18	T	Gangbanger	9"	2k2	3k2	-	18	Smitty/Westhall Revolver	12"	2k2	-	-
								18	Smitty/Westhall Revolver	12"	2k2	-	-

Misc

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	18	T	Corporate Suit	9"	2k2	3k2	-	20	Smitty/Westhall Revolver	12"	3k2	-	-
								6	Fist O' Cuffs	-	2k1	-	-
1	30	E	Town Hero	9"	3k3	3k2	4"	42	Double Barreled Shotgun	18"	4k3	2x	Bu
								10	S&W Magnum Revolver	12"	3k2	-	-
1	18	T	Corporate Babe	9"	2k2	3k2	-	36	MP5 - 9mm SMG	18"	3k2	2x	Bu
								6	Bitch Slap	-	2k1	-	-
1	18	T	Militiaman	9"	2k2	3k2	-	45	M4A1 - Auto Rifle	24"	3k3	2x	Bu
								8	Knife	-	2k2	-	-
1	34	E	Crazed Veteran (Rambo)	12"	3k3	4k3	-	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
								40	Grenade	12"	3k2	3x	Ex
								8	KBAR Knife	-	2k2	-	-
1	22	T	National Guardsman	9"	3k2	3k2	-	32	Spectralight Laser Rifle	30"	3k2	-	-
								8	Crocket Vibroknife	-	2k2	-	-
1	18	T	Farmer	9"	2k2	3k2	-	28	Hunting Rifle	24"	3k2	-	-
								8	Whitlin' Knife	-	2k2	-	-

Misc

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	30	E	Hunter	12"	3k2	4k3	-	34	Hunting Rifle	30"	3k3	-	-
								18	Smitty/Westhall Revolver	12"	2k2	-	-
								8	Skinnin' Knife	-	2k2	-	-
1	28	E	Terrorist - Elite	9"	3k2	3k3	4"	45	AK-47 Assault Rifle	24"	3k3	2x	Bu
								40	Grenade	12"	3k2	3x	Ex
								8	KBAR Knife	-	2k2	-	-

ZOMBIES!!!

ON THE RUN

...ERR WALK

Black Powder and Steam WarEngine

by Fallen Crow (Jonathan Matricardi)

Sergeant Green cursed. His sword was stuck in the skull of the zombie he had just killed. He put his foot on the chest of the decrepit corpse and pulled the sword free. The poor brainless thing had once been an elf by the color of its tattered uniform.

Reanimated by vampire scientists, it was just like the many undead things killed that day by Sergeant Green's unit. This was the latest twist in the war that had raged for many years between the elven-dwarf alliance, and the vampires. The technology being used to bring back the dead was unthinkable. Sergeant Green realised with some horror that the men he lost today may be fighting him tomorrow in some other town.

Sergeant Green's unit was part of the Emperor's 3rd Elven Battalion, and today they were victorious. This town called Alevon was badly damaged, but the enemy were in full rout. The vampires, and their allies the werewolves and orcs had fled; all that was left were the zombie infantry. They were not the best fighters but they were resilient. Only a bullet through the brain, or a good blow to the head with a sword would kill them.

Acrid smoke drifted through the ruined town, catching in the soldier's throats. The sounds of musket and cannon fire had diminished. The 3rd Battalion was down to the dirty work of sword and bayonet to clear out the stragglers. Sergeant Green's unit had cleared their section of the town. They were now moving north along a cobblestone street strewn with bricks and timber from partially destroyed houses. As the unit approached the large town hall of Alevon, there was an eerie whining noise and then a sudden crackling crash. The air around them became charged with energy. Sergeant Green's skin was tingling from the static charge. He knew that only one weapon made that sound, lightening cannon.

Sergeant Green motioned to the nine men following him, and they crept quietly along the wall of the town hall. Sergeant Green reached the end of the wall, and carefully peered around the corner. He could now see the source of the sound. It was a Reaper, an automaton devised by the vampires as an anti-infantry weapon, and an effective weapon it was.

Almost twice as tall as an elf, the Reaper resembled a large iron clad wine barrel on stovepipe legs. Each leg terminated in a strange configuration of brass cogs wrapped in a segmented iron belt. The cogs turned and the machine rode along on the belt at an alarming speed. The abomination also had two arms made from iron tubing, held together by canvas baffling. One arm was tipped with a 5-foot long sword, the other with a great axe head. Either weapon could easily chop an elf in half with one stroke. Thick black smoke poured from a chimney pipe jutting from the back of the beast. The lightning cannon protruded from the front of the Reaper like a brass proboscis, and it was charging for another shot.

Sergeant Green was viewing the automaton from it's' right side, and it had yet to see him. It was currently engaged with an elven infantry unit pinned down behind a stonewall 50 feet away. Sergeant Green could make out the tops of their black shakos as they poked just above the edge of the wall. The lightening cannon made its' characteristic whine as it charged, and then unleashed a forked bolt of blue lightening towards the elves' position. An elf suddenly

stood up from the behind the wall and danced in the embrace of the lightening. His body shook violently, and then the bolt dissipated and he fell; smoking to the ground behind the wall.

Sergeant Green could smell the unmistakeable odour of burning flesh.

****
A Steampunk Variant for the WarEngine

It's funny, I have tried a lot of different rule sets over the years, but I always seem to come back to the WarEngine. Having recently discovered Victorian sci-fi gaming, it was inevitable that I would try my hand at a WarEngine conversion.

Thanks to a liquidation sale I have a large collection of Flintloque miniatures from Alternative Armies. They are beefy and cartoony and in my opinion a natural fit with steam-driven technology. So, over the last few months I have been scratch building, painting and playing, and just generally having a lot of fun. All of this is in preparation for a game I will be running at FallCon, my local convention (**http://www.fallcon.com/**) in September. This is the first time a WarEngine game has been run at FallCon, so I really want to do the game system proud! By the time the Con rolls around, I should have 200 figures ready plus numerous vehicles.

The Variant Rules

Here is the list of changes or additions I have made to the WarEngine rules, otherwise all standard rules apply. Some people love them, some people hate them, but I have chosen to add damage tables for vehicles and monsters. In play-testing they significantly increase the length of time a vehicle or monster can survive, and they add a level of unpredictability to the game. Especially where monsters are concerned.

'Crewmember' Defined
Crewmembers as referred to in the 'Damage Table' and elsewhere in the variant rules, are

individually based and individually paid for figures that have been added to the overall cost of the vehicle.

- They can be targeted and/or killed in a 'Damage Table' roll.
- They are activated when the vehicle is activated.
- It is possible for them to survive the destruction of the vehicle, if they do so they can join another unit or act as a unit on their own.
- Crew that are not individually based and are integral to a model are handled the same way the WarEngine normally handles vehicles; they are not individually paid for, cannot be targeted and are destroyed when the vehicle is destroyed.

New Tweaks
'Walker' +5:
Vehicle has no movement restrictions and can cross barriers like walls and hedges if its legs are long enough. (This is a first edition tweak returned to service.)

'Steam Tank' –5:
Vehicle can only make one 45-degree turn per activation.

'Heavy Vehicle/Monster' Figure Type +45:
A heavy vehicle/monster cannot be targeted by mass ranged fire, plus the usual defence bonus.

Ranged Attacks Against Vehicles/Monsters
- Vehicle crewmembers, as defined above, can be targeted and are considered to be in hard cover (+2k2 to defence).
- Massed fire cannot be used against 'heavy' vehicles/monsters.
- When a hit is scored, roll on the appropriate damage table.

Close Combat Attacks Against Vehicles/Monsters

- All normal rules apply. Roll on the appropriate damage table when a hit is scored.

Boarding Actions

- Open decked vehicles with crewmembers can perform boarding actions on other similar vehicles.
- To perform a boarding action, the attacking vehicle pulls up beside an enemy vehicle and moves as many crewmembers aboard as possible.
- The vehicles cannot move until close combat has been resolved and no enemy figures remain on their decks.

Damage Tables
When a vehicle or monster is hit, roll one D6 and reference the appropriate table below:

<u>Vehicle Damage Table</u>

1 - Boom! Vehicle is destroyed!
   - Crewmembers take a 3k3 hit
   - Airships drop out of the sky, any figures standing directly below take a 2k2 hit
   - Medium vehicles, any figure within 3 inches of the hull takes a 3k2 hit
   - Heavy vehicles, any figure within 6 inches of the hull takes a 3k2 hit
2 - One ranged weapon is disabled for the rest of the game, chosen randomly. Roll on the damage table again if all weapons are already disabled.
3 - Fire or Critical Malfunction! Vehicle cannot perform any actions in its' next activation as the crew scrambles to fix the problem. Airships still move half their movement.
4 - Fire or Critical Malfunction! Vehicle cannot perform any actions in its' next activation as the crew scrambles to fix the problem. Airships still move half their movement.
5 - One crewmember is killed, chosen randomly. A vehicle needs a minimum of 2 crewmembers to fire one weapon and move per turn, vehicles

with only 1 crewmember can move or fire a weapon. Vehicles with no crew re-roll on the damage table.
6 - Critical drive train hit! Vehicle cannot move for the rest of the game, weapons can still fire. Airships drop out of the sky; see 'Boom!' above for details. Roll on the damage table again if this condition is already in effect.

<u>Monster Damage Table</u>

1 - Mortal wound! Monster is killed instantly!
   - Any crewmembers riding the beast take a 3k3 hit
   - Light monster, any figures within 3 inches of it's base takes a 2k2 hit

- Medium monster, any figure within 3 inches of it's base takes a 3k2 hit
- Heavy monster, any figure within 3 inches of the it's base takes a 3k3 hit

2 - One of the beast's attacks is disabled for the rest of the game, chosen randomly. If all attacks are disabled creature is killed, see above.

3 - Creature is momentarily blinded and confused and cannot perform any actions in its next activation.

4 - Creature is momentarily blinded and confused and cannot perform any actions in its next activation.

5 - One crewmember is killed, determine randomly. If all crewmembers are killed, creature rampages as below. Re-roll on the table if there are no crew.

6 - Rampage! Creature attacks the closest figure and continues attacking the closest figure every turn until destroyed. Re-roll on the damage table if creature is already rampaging.

The Forces of Evil

Here are the forces of evil in all their glory! Most of the figures displayed are from Alternative Armies (**http://www.alternative-armies.com/**) and were painted by Fernando Enterprises (**http://www.miniaturelovers.com/index.htm**).

Evil Characters

Lord Darkmoor					125 Pts
Pts	Type	Mv	Df	Mn	CR
82	Character	15"	5k4	6k5	10"
5	Force Leader				
	Weapon	R	AV	AE	AET
14	Sword	-	4k3	-	-
14	Sword	-	4k3	-	-
10	Trample	-	3k2	-	-

A powerful and evil vampire, Lord Darkmoor wishes to bring all of the mortal world under his thrall.

Figure by Alternative Armies, painted by Fernando Enterprises.

General Orkins					102 Pts
Pts	Type	Mv	Df	Mn	CR
62	Character	15"	4k4	4k4	8"
	Weapon	R	AV	AE	AET
14	Sword	-	4k3	-	-
14	Sword	-	4k3	-	-
12	Trample	-	3k3	-	-

General Orkins is a particularly large and brutal orc and commander of all the orcish forces.

Figure by Alternative Armies, painted by Fernando Enterprises.

Evil Troops

Undead Sergeant					76 Pts
Pts	Type	Mv	Df	Mn	CR
52	Elite	9"	4k3	5k4	8"
	Weapon	R	AV	AE	AET
12	Sword	-	3k3	-	-
12	Sword	-	3k3	-	-

Figure by Alternative Armies.

Zombie					43 Pts
Pts	Type	Mv	Df	Mn	CR
20	Trooper	9"	3k2	2k2	-
	Weapon	R	AV	AE	AET
8	Bayonet	-	2k2	-	-
26	Musket	24"	2k2	-	-
-11	Move or Fire, Slow Reload				

Figure by Alternative Armies.

Orc Major					77 Pts
Pts	Type	Mv	Df	Mn	CR
44	Elite	9"	4k3	4k3	7"
	Weapon	R	AV	AE	AET
12	Sword	-	3k3	-	-
32	Rifle	30"	3k2	-	-
-11	Move or Fire, Slow Reload				

Rifle Orc					53 Pts
Pts	Type	Mv	Df	Mn	CR
24	Trooper	9"	3k2	3k3	-
	Weapon	R	AV	AE	AET
10	Sword	-	3k2	-	-
30	Rifle	30"	2k2	-	-
-11	Move or Fire, Slow Reload				

Figure by Alternative Armies.

Figure by Alternative Armies, painted by Fernando Enterprises.

Werewolf					53 Pts
Pts	Type	Mv	Df	Mn	CR
26	Trooper	9"	3k2	4k3	-
	Weapon	R	AV	AE	AET
12	Claws	-	3k3	-	-
26	Musket	24"	2k2	-	-
-11	Move or Fire, Slow Reload				

Evil Machines

Reaper Automaton					168 Pts
Pts	Type	Mv	Df	Mn	CR
72	Medium Vehicle	12"	5k4	5k5	-
	Weapon	R	AV	AE	AET
14	Axe	-	4k3	-	-
14	Sword	-	4k3	-	-
68	Lightening Cannon	24"	4k4	3x	Bu

A kit-bashed Demonblade Figure.

Goblin Behemoth				169 Pts
Pts	Type	Mv	Df	Mn	CR
70	Medium Monster	9"	5k5	5k4	-
	Weapon	R	AV	AE	AET
16	Trample	-	4k4	-	-
18	Devour	-	5k4	-	-
57	Goblin Thumper Gun	30"	4k4	2x	Li
8	Armor Piercing				

Figure by Grendel with some conversion work, (http://www.scotiagrendel.com/**).**

Vulture - Airship				166 Pts
Pts	Type	Mv	Df	Mn	CR
76	Medium Vehicle	18"	4k4	5k5	-
5	Flight				
	Weapon	R	AV	AE	AET
86	Cannon	36"	5k5	3x	Li
-1	Slow Reload, Multi-profile				
-	Grapeshot	18"	3k3	4x	Bu
-	Slow Reload				

Next Issue, the Forces of Good!

WarEngine Scenarios

Saving Private Ryan –

A World War 2 War Engine Scenario by Jason Wilsey

American Forces Objective:

Captain John Miller pulls aside his long time friend, First Sergeant Michael Horvath, to talk over the situation. Horvach is a stocky, ruddy faced Minnesotan. He thinks straight and he talks straight. Horvath has been with Miller since North Africa, one of the very few that remain of Miller's original command.

Suddenly for the Captain, it is clear as a bell what has to be done. They have no choice but to stay and fight with the paratroopers. Though his small command now numbers only six, counting himself, there is no alternative.

That will be six more men to help throw the enemy back from the town, or at worst, to not allow the bridge to fall into German hands intact.

They will fight for the bridge.
After examining the town and counting his meager resources, Miller begins giving orders. Paratrooper Corporal Henderson, who had been in command of the tiny garrison before Miller's arrival, immediately begins to displace his troops according to the instructions being given.

Soon every man is at his post. The rumbling of diesel engines in the distance, growing louder every second, is like the thunder of an approaching storm. It was only a matter of minutes now. Miller now has two fights on his hands. The bridge must not fall, and Private Ryan must survive.

Soon every man is at his post. The rumbling of diesel engines in the distance, growing louder every second, is like the thunder of an approaching storm. It was only a matter of minutes now. Miller now has two fights on his hands. The bridge must not fall, and Private Ryan must survive. –unknown writer

American Special Rules:

Americans must prevent the bridge from falling into German control. If the Germans hold the bridge for one full turn they will win the scenario. This means the Germans must have a minimum of three figures or a tank on the bridge with no Americans on its length.

Among the basic small arms the Americans have they will be allowed to secretly place one single-use 6"x4" antipersonnel mine field in play anywhere within the town of Ramelle, beyond the German start area. This mined area is to be accurately marked and before the German Set-up. Once set-off by the American player, ALL "soft" targets in area are hit by a 3k3 attack. Also they will be allowed two .30cal MG, two bazooka and ten "sticky bombs".

The "Sticky bombs" work like this. Trooper spends a turn to light the bomb and move half rate towards target. The second turn the trooper is allowed to place the bomb and move half speed away. The beginning of the third turn, before anyone takes a turn the bomb goes off. The map will show the demolitions plunger on the Allied side of the bridge. If need be an American may detonate the bridge by spending a full turn getting the plunger connected. Once destroyed the game ends.

American Game Results:

American forces may declare a **major victory** if they save the Ryan and no Germans are on the bridge by Turn 7.

A **minor victory** if the bridge is destroyed and Ryan is on the Allied side of the bridge when the bridge is destroyed.

Total defeat if the bridge is taken by the German forces before Turn 10.

German Objective:

The Allies have an unknown force strength detachment in Ramelle. We believe that the bridge at Ramelle is intact and must be taken if Germany has any chance to throw the Allied forces back into the British Channel.
The shelled out town has many defensible positions and your forces may become caught in a bloody street fighting. Eliminate all Allied forces and take control of that bridge at all costs.

German Game Results:

German forces may declare a **major victory** if the German take control of the bridge before American reinforcements arrive on Turn 7.

A **minor victory** if German forces are on the bridge with Americans at the end of Turn 10.

Total defeat if the bridge is destroyed.

Special Weapons for Scenario

Weapon	Rng	AT	I-AE	AET
Anti-Personnel Mines	0"	3K3	3x	EX
Sticky Bomb	6"	4k3	2x	EX

Recommended Force Lists

Americans

Characters
Capt. John Miller -Thompson SMG
Sgt. Michael Horvath -M1 Carbine
Elites
Pvt. Richard Reiben -BAR
Pvt. James Ryan -M1
Cpl. Timothy E. Upham -M1 (idealist/coward that becomes hero)
Pvt. Stanley Mellish -M1
Pvt. Daniel Jackson -Springfield Sniper
Pvt. Irwin Wade Medic (NO WEAPON)
10 Airborne Troops M1
2 Airborne Troops BAR
1 Airborne Troop HMG
2 Airborne Troops MG Assist

Germans

2 Tiger I Tanks
2 Marder I Tanks
1 20mm AA gun
48 Germans
with misc. arms (no MG-42 or MG-38s)

Oddz & Endz

By Dances with Emutants

Ok this month rather than include this bit as an article I am including it here. Once again I have modified my World War II tank rules, and I present them here.

Scaling

Another new addition I have added is what I call scaling. Simply put, when you attack an AFV, just because you roll higher than the defense roll doesn't mean you have destroyed the AFV.

Really not much difference here, however instead of actually having to beat the defense roll by a certain amount, what you will do is after the attack has beaten the defense roll. Roll one more d6 and consult the following table.

Scaling:	Dice results
1	Glancing hit, No damage
2-3	AFV Immobilized
4 +	AFV Destroyed

So the result now is that you still consult this table, you just do not have to beat the defense roll by anything to do damage. Now if you beat the roll by one, you still have a chance of destroying the tank with a lucky shot.

I SEE LEAD PEOPLE

A column about Miniatures

By Dances

Ok so another installment that talks about World War II vehicles. Now don't groan, I want to highlight a few more vehicles from All Fronts Armor Depot (AFAD).

I also want to point out they have a new website: http://AllFrontsArmorDepot.homestead.com. That has changed since the last issue. Now I do not have any pre-painted pictures this time, just a few finished ones that I forgot to shoot before I painted them.

We'll start with a few Panther tanks, we have the late model G and an early D, and another late G with zimmerit anti-magnetic paste.

Another shot of the same panther with some BTD figures.

Here is the early panther D.

Late panther G from AFAD.

All of these tanks went together very smoothly. There were a few bubbles that needed to be cleaned up and the barrels of the main guns needed some filling and then filing. Painting was straight forward, I decided to do the early panther in a Panzer grey, and the one without the zimmerit in a camo scheme that I have seen in a few reference books. The last one was done in the straight panzer yellow.

Now onto some vehicles from the Allies, a Sherman tank with the sandbag option. The Sherman tank was notorious for lighting up very easily, and this earned it the nickname of "The Ronson Lighter" as it was prone to catch on fire after taking a hit. So in the field many tank crews would add extra protection to the tank in form of many things. One of these was sandbags, and AFAD has an option to equip your Sherman with them.

The first thing to notice is that while it doesn't look too bad, there doesn't appear to be anything

holding the sandbags onto the tank. This is why I attempted to add some wood that I had from some dental picks of all things. I stained them with some brown ink. Judge for yourself if you think they look good.

Late Panther G with Zimmerit anti-magnetic paste.

Now onto the last vehicle for this issue, it's the SAS British jeep from the North Africa Campaign.

Sherman with sandbags and some BTD infantry.

. When I received this jeep for first noticeable thing was the missing condesor on the front bumper. So I went about finding a wooden dowel about the right size and attached that baby to the front end. Also the grill had all of the slats in place so I promptly took out my trusty dremel tool and grinded away all but two of the slats. The jeep comes with a .50 caliber on the back and a Vickers mounted in front of the passenger seat. I am currently looking for a good set of jeep crew to modify and add to this vehicle.

For all of these vehicles I am using Americana brand craft paints with the exception of the Panzer Grey which is from Howards Hues.

British SAS desert rat jeep.

I do have more vehicles lined up to work on, and as soon as I can get them finished I will bring them to you as well. Until the next time!

CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due. First things first, we want to give credit to the game that got us hooked, ShockForce. Without this game, First or Second edition, we would not be toiling over this E-Zine. Let's face it: we love ShockForce and the WarEngine rules.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at http://www.DarkTortoise.com.

For our fourth issue we would like to thank the following folks.

Jason Wilsey – Pvt. Ryan scenario.

StryderG – Fiction - Origins.

Fallen Crow – Black Powder & Steam WarEngine.

LeXan – Advertiser – Ebay Shockforce Warehouse

Joe Conejo – Advertiser – All Fronts Armor Depot

WarEngine on the Web

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

http://www.darktortoise.com/ - Dark Tortoise Web Site

http://www.geocities.com/MotorCity/Garage/8226/minis.html - This is The Dragon's Page

http://www.voicenet.com/~johncrim/Marines.html - Aliens in SF

http://www.geocities.com/Area51/Hollow/9428/index.html - Quzybuk's Page

http://www.angelfire.com/or/ShockForce/ - Seventh Omen

http://www.geocities.com/nightcrawler51/ - Nightcrawler's Page

http://home.sprynet.com/~graylg/index.htm - Viper's Page

Next Issue: More fiction, more World War II Army Lists, Modern Army Lists, and more.

Until then, **PLAY THE GAME!**